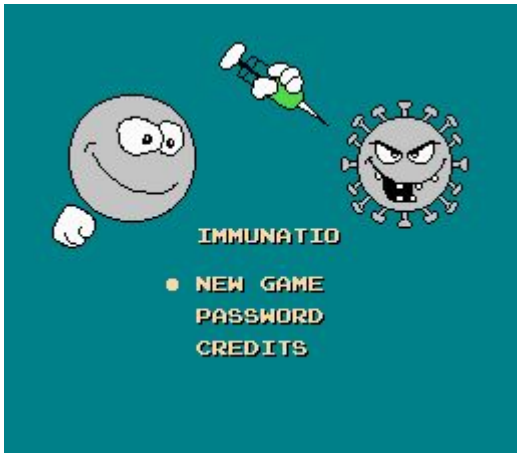
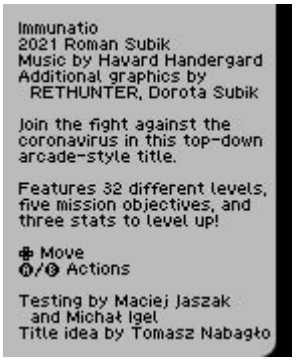
Immunatio

by Roman Subik
https://github.com/RomekRJM/nesdemia
http://forums.nesdev.com/viewtopic.php?f=36&t=21986





Features:
- 32 different levels to beat with a growing difficulty (more enemies, less time and so on)
- 5 different mission objectives from gathering pills to killing hordes of viruses
- character progression, use earned pills to increase speed, attack and luck in the shop
- 2 kinds of opponents: normal coronavirus and a smart one
- 2 different powerups to gather in-game
- 2 original sound tracks
- passwords mechanism, so you don't need to start from the beginning every time

Programming: Roman Subik.
Graphics: RETHUNTER, Roman Subik, Dorota Subik.
Music: Håvard Handergård.
Uses ggsound music engine by Derek Andrews
Testing and bug reports: Maciej Jaszak, Michał Igel.
Was released on a cartridge Krzysio Cart by Krzysztof Bałażyk.
Title idea: Tomasz Nabagło.

Judging Notes

Art & Style	Sound	Polish & Completeness	Originality	Overall
/10	/10	/10	/10	/20